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Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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THIS SOFTWARE USES A FONT THAT IS EITHER MADE BY OR CREATED BASED ON A FONT MADE BY FONTWORKS INC. WHICH HAS BEEN MODIFIED TO ACCOMMODATE THE SOFTWARE DESIGN.

CTR-P-ADNE-00

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

This software allows you to connect to the Internet and download digital Capsule Toys, digital LBX Cards, and quests. For more information, see Downloads (p. 44).

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.
- ◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with

people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **StreetPass**
Restricts the exchange of characters between users via the StreetPass™ feature.

 Title Menu

When you turn the game on, the title menu will be displayed after the opening movie.

- ◆ You can skip the movie by pressing , or press (A).

 New Game

You will start from the beginning of the story. To start playing, enter an LBX player name.

- ◆ Your LBX player name cannot be changed later.

Your LBX player name will be seen by other players when using StreetPass (p. 42-43). Please do not use language that infringes on the rights of others, do not include any information that can be used to identify you or a third party, and do not include anything that could make someone uncomfortable.

 Continue

Select your save data to continue with a previously saved game.

New Game Plus

You will start from the beginning of the story with the data you have from a previously completed game. However, LBX parts that were not equipped will be exchanged for Battle Points. When playing in New Game Plus, enemies will be stronger.

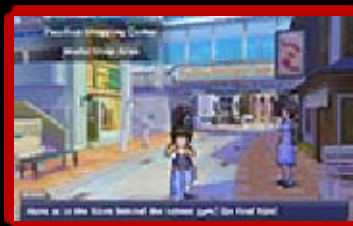
Downloads

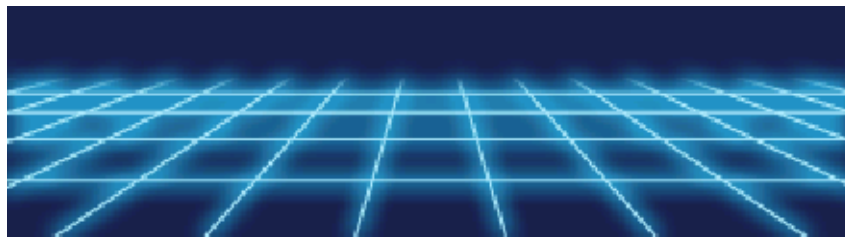
This software allows you to connect to the Internet to download content such as Capsule Toys (p. 12), LBX Cards (p. 12), and quests (p. 13).

Gameplay

This game uses story and battle modes. If an LBX battle begins in conversation or during story events, the game will switch to battle mode.

- Story Mode:
You control the main character; talk to others and acquire items.
- Battle Mode:
Control your LBX to fight against an opponent's LBX.





Before ending the game, it is recommended that you save your progress. When saving is complete, you can then power off your Nintendo 3DS system.

Saving Your Data

You can save your progress by talking to MeTaMo, the information terminal. When you talk to MeTaMo, press **A** to access the MetaMo menu (p. 10), touch "Save", then select your save file.

- ◆ You can create up to three save data files.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

These are the basic controls for the Main Menu (p. 13). You can also control various other functions on other menu screens. For more information, look at the Guide that appears at the bottom of the upper screen.

Button Controls

	Select an Option
	Confirm
	Back
 / 	Display Help

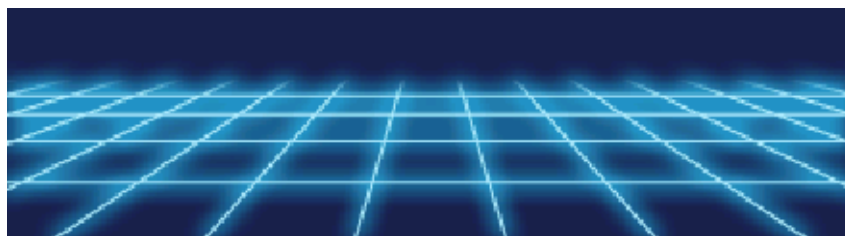
Touch Controls

You can select various options on the Touch Screen.

The options will vary depending on where you are in the game. For example, you can change LBX parts or change the character you control in battles using the Touch Screen.

Help

Other than the information that appears on the upper screen, there is a Help function you can access by touching . You can use this to explain features of the other menu screens.



These are the basic controls you will need in story mode.

Button Controls

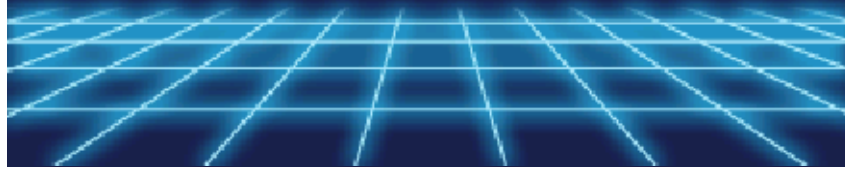
	Move
	Scroll Map
	Talk/Research/ Advance Text
	Return to Previous Area (on Map)/Advance Text (in Event)
	Show Main Menu
	Skip Event (on Pause)
	Reduce/Enlarge Map
 / 	Pause

Touch Screen Controls

 Next	Advance Text
 MENU	Show Main Menu
	Reduce/Enlarge Map
 / Slide	Scroll Map

 Back

Return to
Previous Area (on
Map)



These are the basic controls you will need in battle mode. For more information on LBX battles, see pages 21-23.

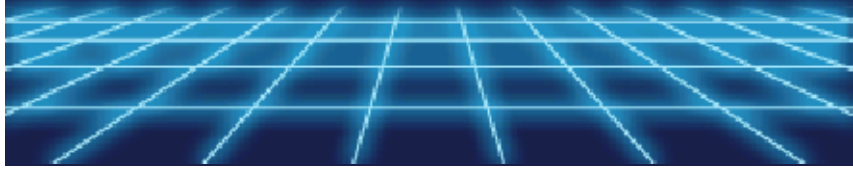
Button Controls

	Move LBX
	Switch Weapon
	Switch Target
	Target Lock ON/OFF
	Dash
	Jump
	Use Item
	Attack
	Guard/Reset Camera
	Use Special Attack Routine
 / 	Pause

Touch Screen Controls

	Switch Camera
	Switch Tactics
	Use Special Attack Routine

ITEM ROUTINES	Use Item
Touch Weapon	Switch Weapon



The story begins in Pacifica. You control Van Yamano as he heads to different destinations. The story will progress through conversations and battles. The character you control can be changed depending on the situation.

Progressing through Story Mode

1. Head to Destination

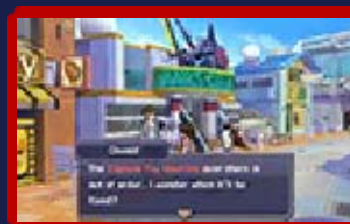
Directions to the destination will be shown by 📍 on the map on the Touch Screen.



When you do not move for a certain period of time, the objective of the current mission will be shown on the upper screen.

2. Talk/Research

There are many interesting people and places in Pacifica. Collect information by talking to other characters and researching.





3. Fight an LBX Battle

Depending on the character you speak to, battles may happen. This will change the game to battle mode, so control your LBX and win the battle!



- ◆ You can be challenged to a battle while moving around or during events.



Moving around the Map



There are specific entrances and exits in the town. By using one, you will be taken to the Town Map.

Many place names are shown on the Town Map. Using the Touch Screen, touch a place name, then press Ⓐ to go to that place.

After a certain point in the game, you will be able to use the larger City Map.

- ◆ As you progress through the game, you will be able to visit more places.

Town Map



City Map



|| MeTaMo Menu

When you talk to MeTaMo, various options will be available. Your previous battle records will also be displayed on the upper screen.



- Save
Save game progress.
- Wireless
Gift LBX Cards (p. 12), or battle against other nearby players.
- StreetPass
Share LBX parts, and buy LBX parts received via StreetPass.
- Passwords
Enter a Password distributed via various means to receive special LBX or weapons.

Story Mode View



① Current Location Name

② Interactive Icon

Characters and locations that can be interacted with will display the following icons when approached.



: Interact with these characters, places, or objects to progress through the story



: Research these objects



: Interact here for quests (p. 13)



: Interact with quests in progress



: Challenge these characters to a battle



: Talk with these characters



: Shop for items here



: There is something of interest here

③ Current Objective

This will be displayed if you have not moved for a certain period of time.

④ Map

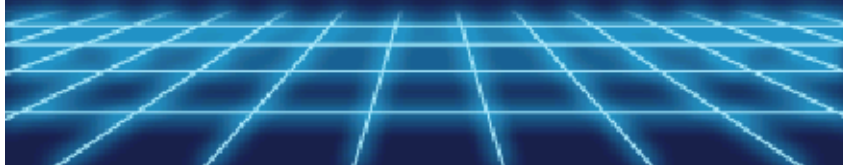
You can scroll through the map by touching  or by sliding the stylus along the map on the Touch Screen.

-  : Character you control
-  : Character you can talk to
-  : Character you can battle against
-  : MeTaMo/Dial-a-battle (p. 12)/Portal
-  : Destination
-  : Direction of destination
-  : Shop

⑤ Reduce/Enlarge Map

⑥ Show Main Menu (p. 13)

⑦ Reset Map



There are many facilities you can use in the city, such as shops and Capsule Toy vending machines. There are some facilities that will only become available as you progress through the game.

Shop

You can buy items and perform maintenance on your LBX here. A menu will appear on the Touch Screen when you talk to the shop assistant.

Buy

You can purchase LBX parts, weapons, and items to use in battles. First, select the items you want to buy; then set the amount of each item you want to buy.

Sell

Sell LBX parts, weapons, and items to receive Credits (the in-game currency). This works in the same way as purchasing items: select the items you wish to sell, then set the amount you want to sell.



Maintenance

The Maintenance Gage of the LBX will decrease each time you battle. When the Maintenance Gage is empty, your LBX will gain fewer Tune-up Points. If you select "Maintenance" from the shop menu, you can restore the Maintenance Gage for free.

Useful Features

While browsing the shop's items, more detailed information about each item will be displayed on the upper screen. You can also rearrange the item list and check how the items look.

For more information on items, see page 14. Follow the instructions on-screen to find out what else you can do at the shop.



Dial-a-battle

If you touch the Battle Box beside the entrance to Navarro's Model Shop, you can engage in a Dial-a-battle.



You can call contacts from your Address Book (p. 13) and battle against them.

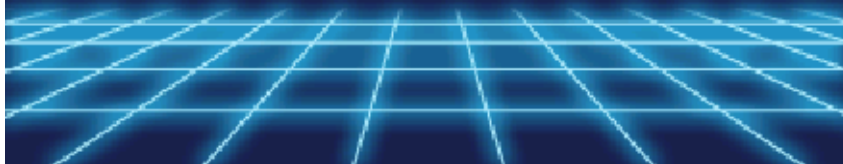
Capsule Toys

Use your Credits at Capsule Toy vending machines, located in various areas of Tokio, to buy capsules with LBX parts inside. You can check the list of available parts on the upper screen.



LBX Card Battle

When you collect LBX Cards, you will be able to play an LBX Card Battle in the Arcade, fighting against the LBX on the cards. Collect the LBX Cards and fight in sequence. If you win all the battles, you will gain LBX parts and LBX Cards.



13 Main Menu

The following menu will be displayed when you press ⊗ or you touch "Menu" on the upper-right corner of the Touch Screen.



The character's information will then be shown on the upper screen, and the amount of Credits you have will be shown on the Touch Screen.

- ◆ More menus will become available as you progress through the game.

Customize (p. 14)

Change LBX parts and weapons, and choose which items to take into battle.

Maintenance

Use grease to restore the Maintenance Gage.

Party (p. 20)

From Party, you can choose which characters can join the battle (up to three characters). You can also set tactics for each character and check their strength and status.

Item List

You can check which items you have and the amount of items you possess. When you select an item, an explanation will be displayed on the upper screen.

LBX Guide

You can browse through all the LBX, weapons, and LBX Cards you have collected so far. When you select an LBX, information about it will be displayed on the upper screen.

Quest BBS

You can accept or reject quests received from various characters around the city. When you complete a quest, you may receive gifts such as items or Credits.

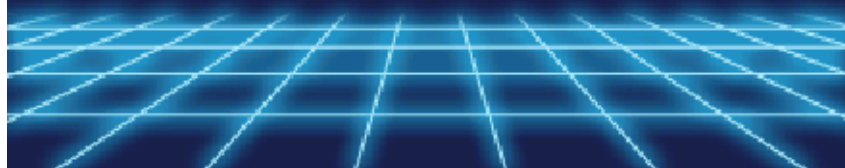
eXtroller

The eXtroller is a remote control that characters use to control their LBX. When you select this option from the Main Menu the following features will also be available:

Friend Mail	Check mail from contacts and allies.
Notifications	Important announcements can be viewed here.
Address Book	Display contacts saved to your eXtroller. Some characters can be called for a Dial-a-battle.
Info Log	Various reports can be viewed here, such as information about LBX and their techniques.

Settings

Adjust the speed of text, or adjust the volume of the background music, sound effects, and voices.



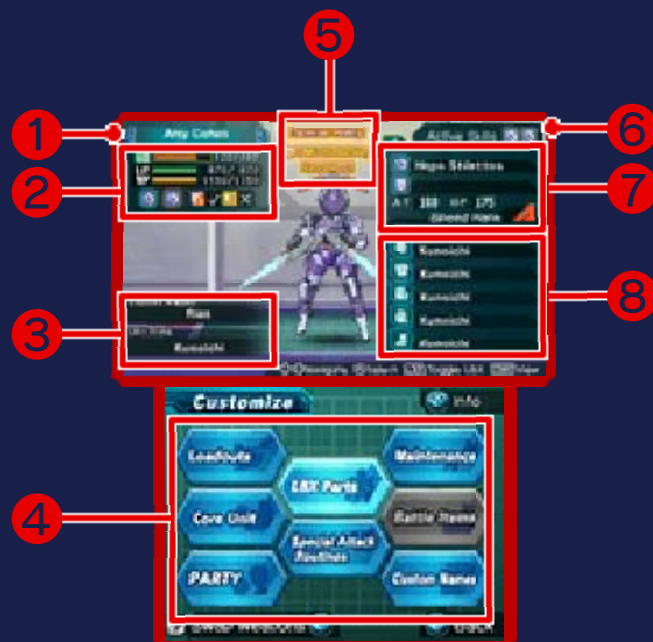
14 Start Customizing

Strengthen your LBX by changing its parts and weapons in Customize.

Customize Menu Screen

When you touch "Customize" on the Main Menu, information about the LBX will be shown on the upper screen and the Customize menu will be displayed on the Touch Screen.

- ◆ Spin the LBX around using .
- ◆ The information for callouts ⑥-⑧ will change depending on which Customize option you select. The screen below will be displayed when you navigate to "LBX Parts" on the Customize menu.



 Character Using the LBX

 LBX Abilities



: Maintenance Gage

LP : Life Points

BP : Battery Points



: Weapon type currently equipped (A)



: Weapon type currently equipped (B)



: Strong attributes (damage received will be lower)



: Weak attributes (damage received will be high)

③ Custom Name and LBX Type

④ Customize Menu

⑤ Special Ability (p. 15)

⑥ Active Skills (p. 15)

⑦ Weapon Ability

Speed rating will change depending on the total weight of the LBX parts and weapon equipped.



: Weapon currently equipped



: Shield currently equipped

AT : Strength

DF : Defense



: Speed rating (A-E)

⑧ LBX Parts Currently Equipped

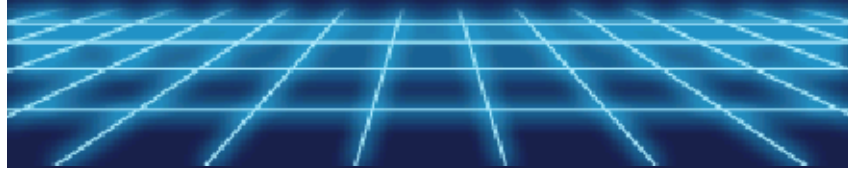
|| About LP and BP

In battle, if you receive damage and your LP hits zero, you will not be able to fight anymore. BP decreases when your LBX moves or attacks. If BP runs out, the Chance Gage (p. 22), used to trigger your Special Attack Routines (p. 17), will no longer charge.

Customize Menu

LBX Parts (p. 15-16)	Equip LBX parts and weapons.
Special Attack Routines	Set your Special Attack Routines.
Maintenance	Perform maintenance on your LBX by using grease.
Battle Items	Set items to take into battle.
Custom Names	Change the name of your LBX.
Loadouts (p. 18)	Save your favourite customized LBX.
Core Unit (p. 19)	Set parts in the LBX Core Case.
Party (p. 20)	Set which characters will join the battle.

Custom Names will be seen by other players when using StreetPass (p. 42-43). Please do not use words that infringe on the rights of others, send information that can identify a third party, or use words that may make others feel uncomfortable.



Touch "LBX Parts" to change parts and weapons on your LBX. First, let's go over how to equip LBX parts.

How to Equip LBX Parts

Equip LBX parts on the head, torso, right arm, left arm, and legs. Decide which area you want to equip; then choose the parts on the Touch Screen.



① Parts List

The name and information of each part will be displayed. AC (Armor Class) shows the strength of the parts. Armor Class increases with Tune-up Points won during battle. The information to the right of AC shows grade (upper left), character (upper right), current armor modification state (lower left), and weight (lower right).

② Equipped Mark (E)

A blue E will appear next to parts that are equipped on the LBX you have chosen; parts with a red E are equipped on other LBX.

③ Change List Order

④ Change in Status

⑤ Parts Currently Equipped

⑥ Equip Weapons (p. 16)

|| Grades

LBX parts have three Grade Stages; NG (Normal Grade), HG (High Grade), and TG (Top Grade). The higher the grade, the better the quality is. However, the better the quality, the heavier the parts, so be careful!

|| Modifying Parts

As you progress further in the game, you will be able to make specific customizations on parts. Press **Y** when in LBX Parts, or touch "Modify" at the bottom of the Touch Screen and choose from the three options.

Reinforce

- DF Increases
- Becomes Heavier

Normal

- Normal Condition

Lighten

- DF Decreases
- Becomes Lighter

Special Ability

Parts have types such as Strider frame and Brawler frame; each character has their own specialist frame. When you equip your LBX with the complete frame, it triggers a special ability, such as an increase in movement speed. There are also characters whose special ability is triggered by their specialist weapon or by certain parts.



- ◆ When an LBX is in a certain condition during a battle, it can trigger a Special Mode.
- ◆ There are characters that do not have a specialist frame or Special Mode.

Skill

There are skills (such as ) attached to HG and TG parts. Speed rating increases when the same skill parts are equipped on all five areas and the same skill weapon is also equipped.

- ◆ Skills will only be triggered when you equip certain weapons.

You can equip a weapon on the right hand, and a shield on the left hand.

- ◆ If you have equipped a weapon that needs both hands, you cannot equip a shield.

Weapon Equipment Method

Just like equipping LBX parts, touch the position you wish to equip on the Touch Screen, select the weapon, then either drag it into place or press (A).

Weapon A and Weapon B

An LBX can be equipped with two sets of weapons (Weapon A and Weapon B) that you can switch between during battle. Equip weapons that suit your battle style, such as spike weapons (A) for close range and guns (B) for long range attacks.

Attributes

Weapons and Special Attack Routines (p. 17) all have certain damage types; some weapons and Special Attack Routines also have elemental attributes. LBX parts are either resistant or weak to certain damage types and elemental attributes. If a part receives an

attack of a damage type or elemental attribute it is weak to, the damage inflicted will be greater.

- Damage Types



Cut



Pierce



Smash

- Elemental Attributes



Fire



Water



Electric



Light

|| Status Effect

When you attack using a weapon with an elemental attribute, your opponent may receive a status effect. The type of status effect will vary depending on the attribute.

- ◆ When you're affected by a status effect, you cannot use Special Attack Routines.
- ◆ Certain battle items can also cause status effects.



Fire (Over-heat)

You will not be able to attack or dash.



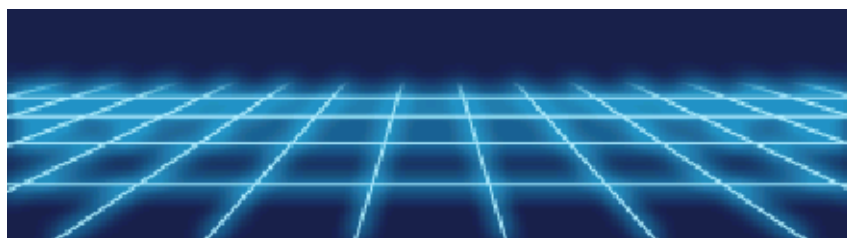
Water (Drench)

Movement speed will decrease.



Electric (Stun)

You cannot do anything.



17 Special Attack Routines

Special Attack Routines are attack routines you can use while in battle. By increasing your weapon level (p. 20) through battles, you will learn many attack routines.

Settings

You can set up to four Special Attack Routines on each LBX. First, select "Special Attack Routines", choose an attack routine, and then set its button configuration. There are two sorts of Special Attack Routines: Special  and Super .



① Special Attack Routines Currently Set

The buttons you need to press to trigger Special Attack Routines will vary depending on how you configure them.

② Core Memory (p. 19)

The number of Special Attack

Routines that can be set varies depending on the ability of the Core Memory. The number of Special Attack Routines that can be set is shown beside  and .

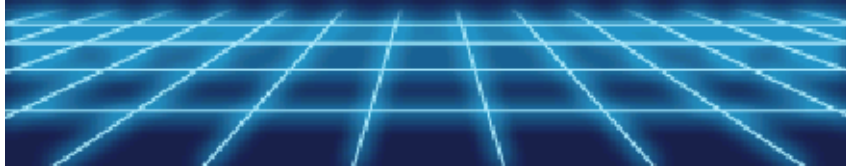
③ Special Attack Routine List

④ Types of Weapon A/B

⑤ Weapon Level

⑥ Special Attack Routine Information

The name, status, attack range, AT (attack power), and amount the Chance Gage (p. 22) decreases when used will be displayed.



When your customized LBX is finished, you can name and save it as a favourite.

How to Use Loadouts

The following options will be available for Loadouts.

- ◆ You can delete the selected Loadout at any time by pressing .

Record

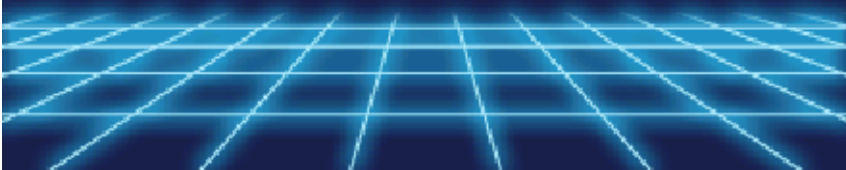
Save your current customized LBX (up to a maximum of 30). Choose where you want to save it. You can create a name for the Loadout here as well.

Equip

The Loadouts you save will appear in a list. If you select one from the Loadout list, you can equip it to the LBX you are currently using.

Rename

Change the names of previously saved Loadouts. Naming them after the types of equipment they use may make them easier to remember.

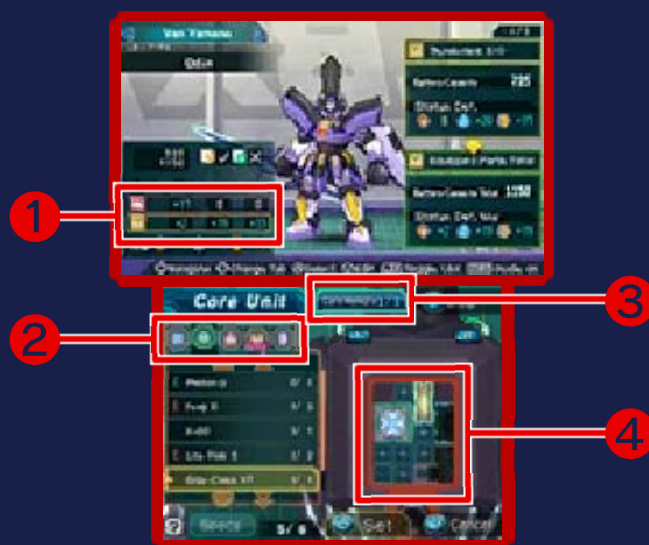


Core Units are the interior parts of the LBX. There are five different types; each type of Core Unit has a different function. Depending on which Core Units you use, your LBX's BP and strongest weapon type may change.

CPU	Determines which weapon type is strongest for your LBX.
Core Memory	Determines the number of Special Attack Routines you can set.
Motor	Determines how BP will decrease and how the Chance Gage (p. 22) will charge.
Battery	Determines BP.
Aux. Units	Affect various functions, such as LP and defense.

How to Equip Core Units

Choose a Core Unit type; then select a Core Unit and choose where to place it. Core Units should be placed within the Core Case squares without overlapping others or sticking out. Follow the instructions to place the Core Units by moving and rotating them within the Core Case.



① Resistance to Status Effect

Shows which status effects your LBX is resistant to.

② Core Unit List

Switch Core Unit types using .

③ Core Unit Type Currently Being Used

Amount currently equipped out of the maximum amount possible.

④ Core Case

When you reach a certain character level (p. 20), the Core Case will get bigger.

|| Error in Customization

You must have at least one part from each Core Unit type equipped, aside from Aux. Units; otherwise the LBX cannot function (error in customization). You can equip up to three parts of any one type (e.g., motor, battery, or Aux. Units). Try various combinations once your character's level increases and the Core Case expands.

Choose which party member to use in battle, set up tactics for each character, and check each character's level.



Party

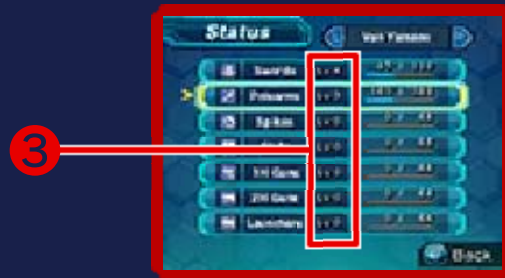
Choose which character you will use in battle. The three characters shown to the left on the Touch Screen will join the battle; the rest of the characters will be on the bench. The character at the top of the battle list will be the leader and the character you control in story mode.



Status

Check information on each character by selecting a character on the Touch Screen; their profile will be shown on the upper screen. In addition to this, more specific information can be displayed by pressing **A**, or by touching "Select" at the bottom of the Touch Screen.





① Character Profile

The character's name, the LBX they are currently using, and the LBX's Maintenance Gage will be displayed. It will also show the information listed below.

Lv. : Character level

NEXT : Experience needed to level up

LP : LBX's Life Points

BP : LBX's Battery Points

② Learned Special Attack Routines

Select a weapon on the Touch Screen to show which Special Attack Routines are learned for each weapon.

③ Weapon Level

Shows the weapon level for each type of weapon. The weapon level will increase when you equip that type of weapon in battles. Once a weapon reaches a certain level, you will learn a Special Attack Routine.

|| Character Level

As your character level increases through battles, your LBX's AT and DF will increase. The Maintenance Gage will also increase.

|| Tactics

Set the tactics for each character to use in battle. Strategies for each tactic will be displayed on the upper screen.

|| New Characters

Once you complete the story, new characters will be able to join your party. You will be able to use certain characters after clearing quests for them or defeating them in tournaments.

When a battle starts during a conversation or an event, the regulations (p. 23) will be displayed. Following this, the Battle menu will appear; select an option and prepare for battle.

Battle Menu

Both your and your opponent's LBX will be shown on the upper screen with their abilities. After using the Battle menu on the Touch Screen, touch "Start Battle" when you are ready.



Party

Choose the character you will use in the battle, and set each character's tactics.

Start Battle

Starts the battle.

Maintenance

Perform maintenance on your party's LBX using grease.

Withdraw

This will return you to story mode. This option is not available for certain battles.

- ◆ If you withdraw from a battle, your Maintenance Gage will decrease. The Maintenance Gage will decrease by a large amount when you withdraw from battles with Unlimited Regulations.



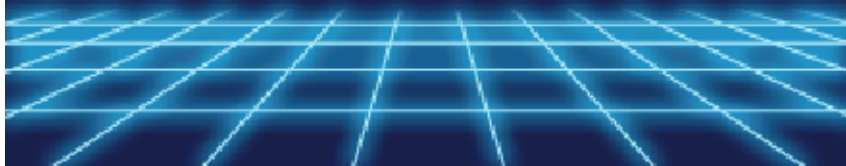
Battlescape

Choose the Battle Box that will become the Battlescape. This is not available for certain battles.



Customize

Modify your LBX parts and weapons. Customize appears as an option on the Battle menu after the regulations are shown.



You control an LBX and battle against your opponents. Team sizes vary, and battles can be fought in formats such as 1-on-1, 1-on-3, or 3-on-3.



① Radar

-  : Your LBX
-  : Party member's LBX
-  : Opponent's LBX
-  : Item
-  : Mines

② Target Scope

Shows the opponent your target scope is currently locked on to.

③ Tension Gage

Decreases when you launch an attack or dash. When it is empty, your LBX will decrease in strength and will not be able to dash. The Tension Gage will restore naturally after a certain period of time.

④ Chance Gage

Increases when your attacks hit an opponent, and decreases when you use a Special Attack Routine.

⑤ LP and BP

⑥ Party LBX's LP

⑦ Direction of Incoming Opponent Attack

⑧ Weapon

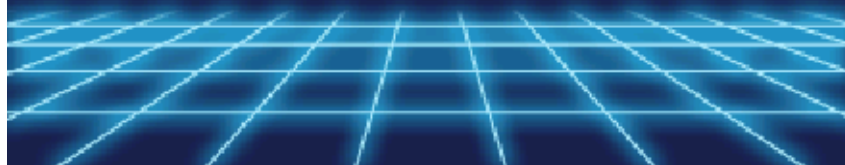
Touch it to switch from Weapon A to Weapon B.

⑨ Routine Buttons

Touch them to display item or Special Attack Routine (p. 26) options.

⑩ Change Tactics

⑪ Switch Camera



 Battle Regulations

There are various types of LBX battle regulations. Regulations will be shown before the battle; check and confirm them, and then start the battle.

 Regulations

Regulations are the rules set for each battle. You cannot use weapons or items that violate the regulations.

- ◆ The Stun status effect (p. 16) can only be used when the regulations are set to Unlimited.

 Breakdown

When you receive damage and your LP hits zero, your LBX will break down. Depending on the regulations, your Maintenance Gage may empty and you will not gain any experience from the battle.

 View Battle Results

When you win a battle, you will gain experience and the Maintenance Gage will only decrease slightly. You may also gain items, depending on the battle.



Level Up

Experience is calculated by character level, weapon level, and AC. As experience accumulates, each section will level up, your LBX abilities will increase, and you will learn Special Attack Routines.



When You Lose a Battle

If you lose a battle, you can either Retry or Give Up. If you touch "Give Up" on certain battles, it will be Game Over, so be careful!

|| Items During Battle

The following items can spawn during battles. They will take effect when your LBX comes into contact with them.



Repair Kit

LP will recover to a certain point.



Battery Pack

BP will recover to a certain point.



Speed Boost

Speed will increase for a certain period.



Chance Refill

The Chance Gage will increase by one.

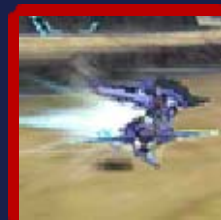
Move

Move around using ○.



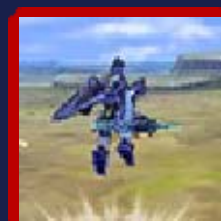
Dash

Press Ⓐ to dash. You will dash in the direction you slide ○; you can also dash in the air.



Jump

Press Ⓑ to jump. Depending on the LBX or the weapons equipped, you can double-jump by pressing Ⓑ while jumping.



Sidestep

Slide ○ and press Ⓐ to sidestep. Depending on which weapons you have equipped, you may not be able to sidestep. Perform a back roll by pressing Ⓐ while sliding ○ down.



Attack button controls will be different depending on the weapon. For more information, please see pages 28-36.

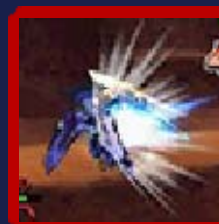
Normal Attack

Use your weapon to attack by pressing (Y).



Aerial Strike

Launch an aerial strike when jumping by pressing (Y). However, you will be left open when you land, so be careful.

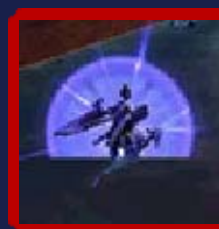


Combo Attack

Launch a combo attack by pressing (Y) repeatedly. The number of combo attacks you can perform depends on the weapon you have equipped.

Charge Attack

Depending on which weapon you have equipped, you can launch a charge attack by pressing and holding (Y), or by sliding (C) and pressing (Y) simultaneously.



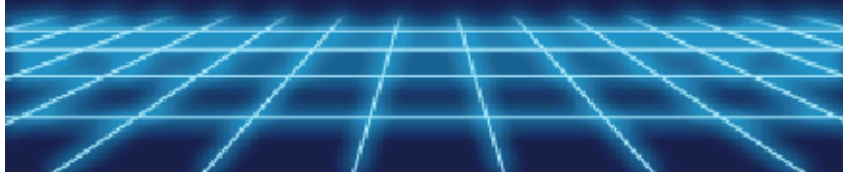
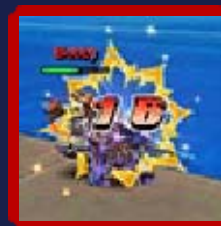
Guard

Guard against an opponent's attack by pressing **L**. While you are guarding, you will decrease the damage inflicted but you cannot dash or jump.



Guard Tackle

While guarding, press **A** to tackle. If the tackle succeeds, you can break your opponent's stance.



When you set a Special Attack Routine or an Item Routine before the battle starts, you will be able to use it in certain situations.

Special Attack Routine

If you have set a Special Attack Routine, you can trigger it using the following steps.

1. Press **[R]**

When the Chance Gage has filled up to a certain level, press **[R]** or touch "Special Attack Routines".



2. Move within Range

When you move towards an opponent and Special Attack Routines can be used, the option will become available on the Touch Screen.



3. Press the Corresponding Button Shown On-Screen

Your Special Attack Routine will be triggered when you press the corresponding button or use the Touch Screen.



- ◆ After you use a Special Attack Routine, you cannot use it again until  on the Touch Screen is full.

Item Routines

If you have set items to bring into battle, you can use them with the following instructions.

-  1. Press ⊗

Press ⊗, or touch "Item Routines".

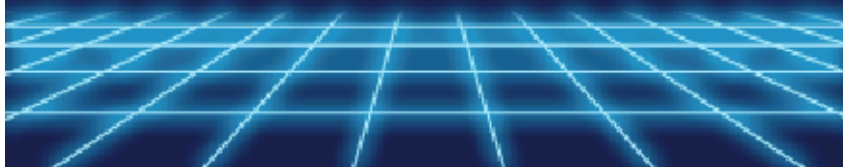


-  2. Press the Corresponding Button Shown On-Screen

You can use the item you want by pressing the corresponding button or by using the Touch Screen.

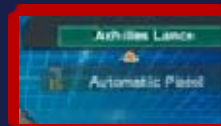


- ◆ You can set certain items to be used by different characters.



Switching Weapons

You can switch from Weapon A to Weapon B by pressing , or by touching the weapon name on the Touch Screen.



Switching Lock-on

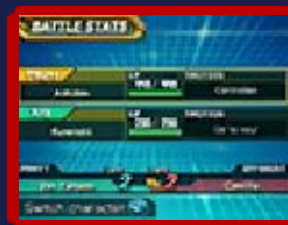
You can switch which opponent to lock your target scope on to by pressing . You can release the lock by pressing , and lock on to another opponent by pressing  again.

Pause Menu

When you press  or , or touch "Tactics" on the Touch Screen, the battle will pause and you can do the following.

Switch the LBX You Control

Select a party member's LBX, and press  or touch "Switch character" on the Touch Screen to control that LBX.





Switch Tactics

Select a party member's LBX and either press  or touch  on the Touch Screen to switch tactics.



Sword weapons have a balance of strength, speed and range. If you equip a sword to one hand and a shield to the other, your LBX will have a balanced attack and defense.

Normal Attack	Ⓐ (Press 4 times for combo attack)
Charge Attack	Hold down Ⓐ until charged; then let go
Dash Attack	Up Ⓢ + Ⓐ
Slide Attack	Left/Right Ⓢ + Ⓐ
Aerial Strike	While in the air, press Ⓐ
Guard Tackle	While guarding, press ⓐ
Back Roll	Down Ⓢ + ⓐ
Sidestep	Left/Right Ⓢ + ⓐ

These weapons have the longest range (excluding guns), and specialise in direct attacks. They are not so fast when making small movements, but a shield can be equipped with them.

Normal Attack	Ⓨ (Press 3 times for combo attack)
Charge Attack	Hold down Ⓨ until charged; then let go
Dash Attack	Up ○ + Ⓨ
Slide Attack	Left/Right ○ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Back Roll	Down ○ + Ⓐ
Sidestep	Left/Right ○ + Ⓐ

Spike weapons have an overwhelming attack speed and can be used to rapidly attack opponents. Although spike weapons have a small attack range, opponent attacks can be countered with quick movements. However, you cannot equip shields with spike weapons.

Normal Attack	Ⓨ (Press 5 times for combo attack)
Charge Attack	Hold down Ⓨ until charged; then let go
Uppercut	Up Ⓞ + Ⓨ
Slide Attack	Left/Right Ⓞ + Ⓨ
Somersault	Down Ⓞ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Sidestep	Left/Right Ⓞ + Ⓐ

Club weapons have a short attack range, and their attack speed is slow, but they have the highest power of all weapons. However, a shield cannot be equipped as club weapons have to be used with both hands.

Normal Attack	Ⓨ (Press 2 times for combo attack)
Charge Attack	Hold down Ⓨ until charged; then let go
Dash Attack	Up ○ + Ⓨ
Slide Attack	Left/Right ○ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Back Roll	Down ○ + Ⓐ
Sidestep	Left/Right ○ + Ⓐ

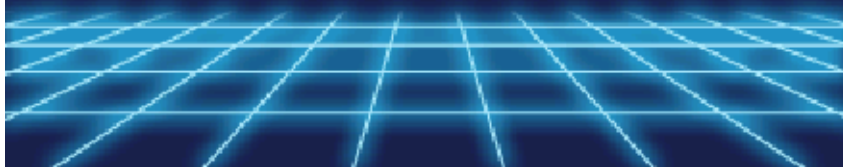
◆ Double-jump cannot be performed.

 Handgun/Shotgun

Shoot	Ⓨ
Charge Attack	Hold down Ⓨ until charged; then let go
Step and Shoot	Up/Down/Left/Right Ⓢ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Moving Attack	While moving, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Sidestep	Left/Right Ⓢ + Ⓐ

 Machine Gun

Shoot	Ⓨ
Guard and Shoot	While guarding, press Ⓨ
Charge Attack	Hold down Ⓨ until charged; then let go
Step and Shoot	Up/Down/Left/Right Ⓢ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Moving Attack	While moving, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Sidestep	Left/Right Ⓢ + Ⓐ



Fight by switching between close range attacks and shooting attacks with $\oplus$. Close range attack controls are the same for weapon arms as for spike weapons.

Punch/Shoot	Y
Charge Attack	Hold down Y until charged; then let go
Step and Shoot	Up/Down/Left/Right ○ + Y
Aerial Strike	While in the air, press Y
Moving Attack	While moving, press Y
Guard Tackle	While guarding, press A
Sidestep	Left/Right ○ + A

 **AM Rifle/Launcher/
Bazooka**

Shoot	Ⓨ
Charge Attack	Hold down Ⓨ until charged; then let go
Aerial Strike	While in the air, press Ⓨ
Moving Attack	While moving, press Ⓨ
Guard Tackle	While guarding, press Ⓐ

- ◆ Sidestep cannot be performed.
- ◆ Double-jump cannot be performed.

 Shotgun

Shoot	Ⓐ
Charge Attack	Hold down Ⓐ until charged; then let go
Step and Shoot	Up/Down/Left/Right Ⓐ + Ⓐ
Aerial Strike	While in the air, press Ⓐ
Moving Attack	While moving, press Ⓐ
Guard Tackle	While guarding, press Ⓐ
Sidestep	Left/Right Ⓐ + Ⓐ

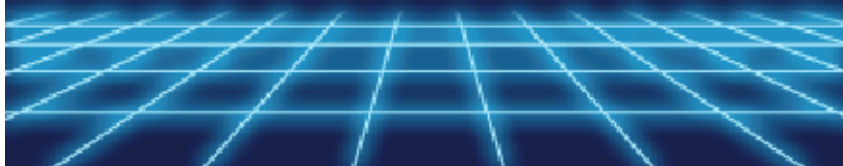
Assault/Machine Gun

Shoot	Ⓐ
Guard Shooting	While guarding, press Ⓐ
Charge Attack	Hold down Ⓐ until charged; then let go
Step and Shoot	Up/Down/Left/Right Ⓐ + Ⓐ
Aerial Strike	While in the air, press Ⓐ
Moving Attack	While moving, press Ⓐ
Guard Tackle	While guarding, press Ⓐ

Sniper Rifle (Scope Mode)

Switch to Scope Mode	Ⓨ
Shoot	While in Scope Mode, press Ⓨ
Cancel	While in Scope Mode, press Ⓑ
Focus	While in Scope Mode, press Ⓜ
Guard Tackle	While guarding, press Ⓐ

◆ Sidestep cannot be performed.



When two of the same sword are equipped, they become dual-wielding swords. When you use dual-wielding swords, your attack power will be weak, but quick movements and quick attacks are the charm!

- ◆ They cannot become dual-wielding swords unless the same sword is equipped in each hand.

Normal Attack	Ⓨ (Press 4 times for combo attack)
Charge Attack	Hold down Ⓨ until charged; then let go
Dash Attack	Up Ⓞ + Ⓨ
Slide Attack	Left/Right Ⓞ + Ⓨ
Rising Spin Attack	Down Ⓞ + Ⓨ
Aerial Strike	While in the air, press Ⓨ
Guard Tackle	While guarding, press Ⓐ
Sidestep	Left/Right Ⓞ + Ⓐ

- ◆ You can perform a continuous slash when you press Ⓨ after a charge attack.

When two of the same 1-handed gun are equipped, they become dual-wielding guns. When you use dual-wielding guns, your attack power will increase but your guard can easily be broken down, so be careful!

- ◆ They cannot become dual-wielding guns unless the same 1-handed gun (handgun or shotgun) is equipped in each hand.

Shoot	Ⓐ
Charge Attack	Hold down Ⓐ until charged; then let go
Slamming Attack	Up Ⓑ + Ⓐ
Step and Shoot	Left/Right Ⓑ + Ⓐ
Somersault	Down Ⓑ + Ⓐ
Aerial Strike	While in the air, press Ⓐ
Moving Attack	While moving, press Ⓐ
Guard Tackle	While guarding, press Ⓑ
Sidestep	Left/Right Ⓑ + Ⓑ

Wireless (Local Play)

Local Play is possible with this software. You can trade LBX Cards, participate in three-player Co-op Wireless Play, and play in Multiplayer Battles of up to six players.

◆ Wireless Battle will become available as a menu option after reaching a certain point in the game.

You Will Need:

- One Nintendo 3DS system per player (up to six)
- One copy of the software Little Battlers eXperience™ per player (up to six)

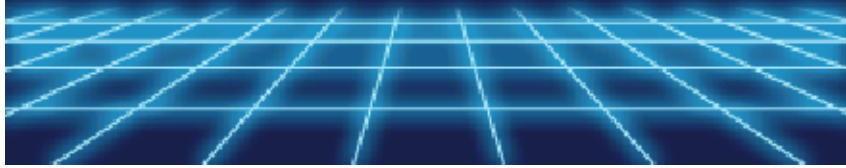
Getting Started

Select "Wireless" from the MeTaMo menu; the following options will then be displayed on-screen. Select one of the following:



- Wireless Battle (p. 38)
Battle against other players.
- Ranking Battle (p. 39)
Co-operate with other players and aim for first place in the rankings.
- Card Gifts (p. 40)
Give other players LBX Cards as presents.

- Point Shop (p. 41)
Use your Battle Points to buy LBX parts and weapons.



Select "Wireless Battle" from the Wireless menu, then follow the steps below to start battles.

◆ You will not be able to customize your LBX after you go into the room. Make sure you remember to prepare before the battle.

Choose Room

First you will need to select "Make a new room" or "Join a room."

Make a New Room

The player that selected "Make a new room" will be the host. Choose a room that is empty, and create the room. The host can set the regulations and the Battle Box.

Join a Room

Players that select "Join a room" will be the guests. Choose the room that has a host.

Multiplayer Battles Menu

When you join the room, the Multiplayer Battles menu for Wireless Battles will be displayed.



Ready

When you select this option, OK will be displayed over your LBX on the upper screen. Once everyone is ready, the battle will start when the host presses (A).

Team

Choose which team to play in (A-F).

Battlescape

The host can choose the Battle Box that will be the Battlescape.

Exit

This will take you back to the room-selection screen.

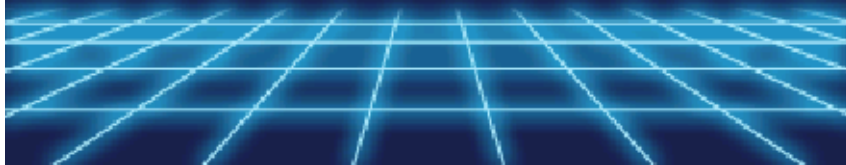
Ally

You can choose to allow characters in your party to join the battle, or you can leave them out.

- ◆ Only the second or third character from your party can join.

Rules

The host can set the regulations and restrict the usage of items.



You can play Ranking Battles alone or with up to two other players.

- ◆ You will not be able to customize your LBX after joining the room. Make sure you remember to prepare before the battle.
- ◆ Items used in Ranking Battles will return to their former state after a battle ends.

Getting Started

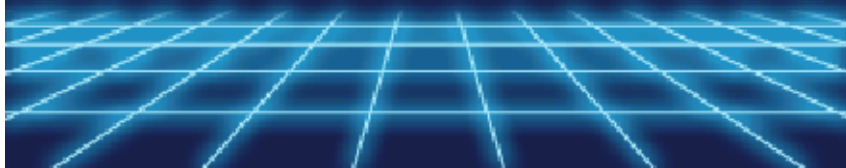
Select "Ranking Battle" from the Wireless menu, then choose how to join.

- Invite Nearby Player
You become the host and can send requests to other players. Set various settings and wait for guests to join.
- Join Nearby Player
You become the guest and join the room the host created.
- Take the Challenge Alone
You play a Ranking Battle by yourself without using communication.

Preparing as Host

The player who became the host should prepare the following and wait for guests to join.

1. Choose the Room
You can choose from Room 1 - Room 10.
2. Choose Type of Battle
You can choose which Ranking Battle to join. More battle types will be available the more Ranking Battles you clear.
3. Choose Rank and Opponent
Only G Rank is available to start with. The more Ranking Battles you win, the more ranks you can choose to play against.
4. Wait for Guests
Wait for guests to join in the Ranking Battle screen. Once everyone joins, you can start the battle.
 - ◆ Only the second character in your party will be called when you select "Ally" in the Ranking Battle menu.



Gift LBX Cards you have obtained in the game as presents to other players.

Getting Started

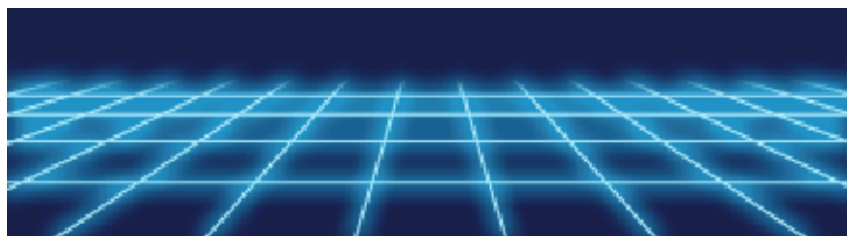
Touch "Card Gifts" on the Wireless menu, then select either "Make a new room" or "Join a room". Next, choose a room, and when you and the other player join the same room, choose the LBX Card you want to give as a present. In the same way, when the other player chooses one of your LBX Cards, they will receive that card.

- ◆ When you receive an LBX Card, be sure to save with the MeTaMo menu.

Limited Use Card

If you have given an LBX Card as a present, you give a Limited Use Card to the other player and the original LBX Card will stay with you.

A Limited Use Card will run out after it is used a certain amount of times in LBX Card Battles; however, you can receive it many times.



You can buy LBX parts and weapons by using Battle Points earned from wireless battles.

Getting Started

After selecting "Point Shop" in the Wireless menu, touch either "Weapon" or "LBX Parts" depending on what you want to buy. The Point Shop will function in the same way as normal shopping except that you cannot sell anything.

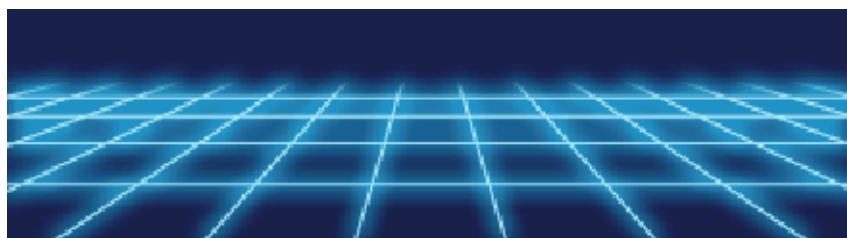
- ◆ The product lineup will increase when you meet various conditions in the game.

Battle Points

Depending on the results of battles in different game types, you may obtain Battle Points. You can use Battle Points to buy products in the Point Shop. There are some products that you can only buy in the Point Shop, so have a look.

● How to Earn Battle Points

- Play Wireless Battles
- Play Ranking Battles (Co-Op Wireless Play)
- Play with New Game Plus (p. 5)





If you pass by other systems on which StreetPass has been registered for this software, LBX parts will automatically be sent and received.

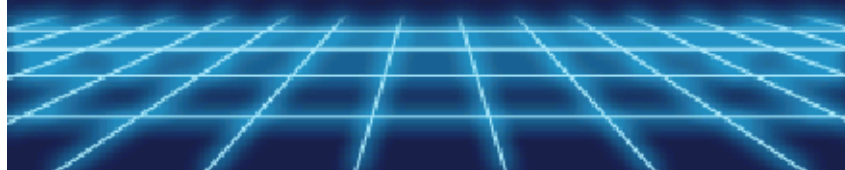
- ◆ The other player will also need to have StreetPass activated on their Nintendo 3DS system.

Activating StreetPass

Select "StreetPass" from the MeTaMo menu; then choose the parts you want to share in Share Parts (p. 43). In the options, touch "Yes" and then return to the previous screen. You will then be able to activate StreetPass.

Deactivating StreetPass

To deactivate StreetPass, open System Settings, select "Data Management" and then select "StreetPass Management". Tap the icon for Little Battlers eXperience, and select "Deactivate StreetPass" using the Touch Screen.



When your LBX parts are sent via StreetPass, they will appear in other players'



Navarro's StreetPass Shops. You will receive Navarro Points in return. Use your Navarro Points to buy other players' LBX parts that you have received via StreetPass in your Navarro's StreetPass Shop.

- ◆ The more you use StreetPass, more bonuses will be added onto your Navarro Points.

Navarro's StreetPass Shop

When you touch "StreetPass" on the MeTaMo menu, the Navarro's StreetPass Shop menu will be displayed.

 Buy Parts

You can buy LBX parts with Navarro Points.



The products in your Navarro's StreetPass Shop will change the more you use StreetPass with other players. LBX parts will update each time you use StreetPass with another player; if there is a player that has an LBX part you want to keep, lock it by pressing Ⓨ (you can lock up to ten LBX parts).



Share Parts

You can set up to five LBX parts to share. LBX parts will disappear when shared via



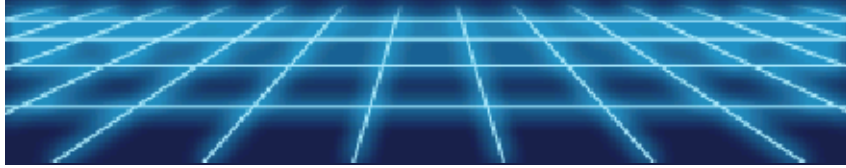
StreetPass; you will receive Navarro Points based on the value of the LBX parts you shared.

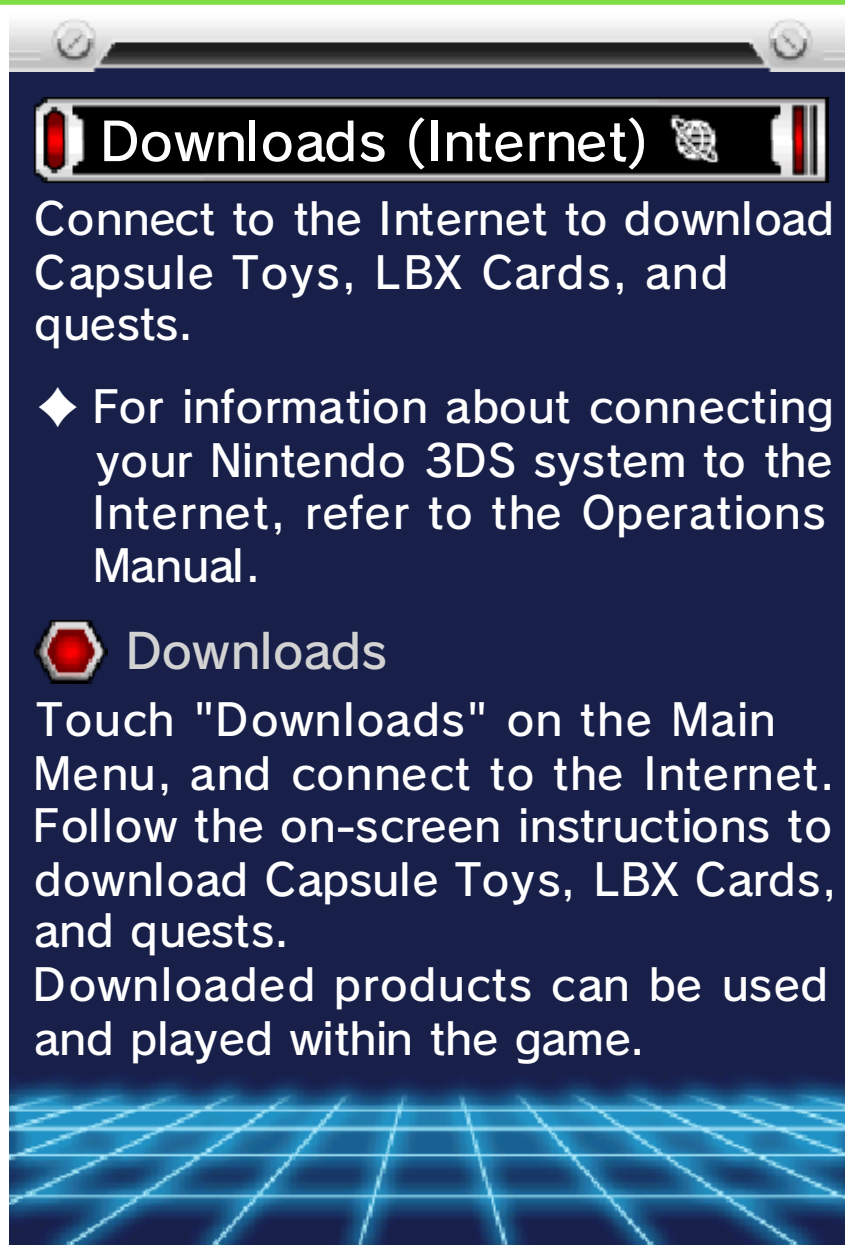
When you have set the LBX parts you want to share, press Ⓑ to go back. You will be asked if you wish to confirm the LBX parts to be shared. When you touch "Yes", StreetPass will be activated.

- ◆ Some LBX parts cannot be shared via StreetPass.
- ◆ You can change the list of LBX parts to share, as long as any changes are made before connecting with other players via StreetPass.
- ◆ You can activate StreetPass individually for each of the three

save data files available.

- ◆ After you have activated StreetPass, you will need to save using the MeTaMo menu.





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